```c
#include <stdio.h>

struct p{
        int id1;
        char name;
        int id2;
        char c;
        float percentage;

};


struct pChange{
        int id1;
        int id2;
        float percentage;
        char name;
        char c;

};



struct q{
    char first[10];
    char middle_initial;
    char last[10];
    double salary;
    int numinhousehold;
};

struct qChange
{
    int numinhousehold;
    char first[10];
    char last[10];
    char middle_initial;
    double salary;
};


struct r{
char b;
int a[2];
int i;
char c;
int *p;
};

struct rChange
{
    int a[2];
    int *p;
    int i;
    char c;
```

```c
        char b;
    };


    struct linked{
        int d;
        struct linked *next;
        struct linked *prev;
        char c;
    };

    struct  linkedChange
    {
        struct linked *next;
        struct linked *prev;
        int d;
        char c;
    };

    struct mat{
        int a[4][3];
        char b[10];
        double d;
        int c[3][3];
    };

    struct matChange
    {
        double d;
        int c[3][3];
        int a[4][3];
        char b[10];
    };


    int main()
    {
        printf("%d for struct  p\n",sizeof(struct p));
        printf ("%d for Changed p\n\n",sizeof(struct pChange));

        printf("%d for struct  q\n",sizeof(struct q));
        printf("%d for Changed q\n\n",sizeof(struct qChange));

        printf("%d for struct  r\n",sizeof(struct r));
        printf("%d for changed r\n\n",sizeof(struct rChange));

        printf("%d for struct  linked\n",sizeof(struct linked));
        printf("%d for Changed linked\n\n",sizeof(struct linkedChange));

        printf("%d for struct  mat\n",sizeof(struct mat));
        printf("%d for Changed mat\n\n",sizeof(struct matChange));

        /*
         Out put

         bertvm:~/cs261/lab4> ./a.out
```

```
        20 for struct  p
        16 for Changed p

        40 for struct  q
        40 for Changed q

        32 for struct  r
        24 for changed r

        32 for struct  linked
        24 for Changed linked

        112 for struct   mat
        104 for Changed mat


        */

    return 0;
}
```